

User Control and Activation of Watermark Enabled Objects

Abstract of the Disclosure

Methods and systems for associating watermark enabled objects with machine behaviors. Machine behaviors refer to actions by devices or systems in response to a triggering event. Examples of these behaviors include fetching a web page, opening an email client to send an email to a specific person, initiating a phone or video conference call, etc. A registration system enables users to associate machine behaviors with objects through a watermark embedded in the objects. The decoding of the watermark initiates a process for triggering the machine behaviors associated with the watermarked object. While the disclosure describes an implementation for stickers as a class of watermark enabled objects, the system and related methods apply to other forms of watermark enabled objects, including both electronic and physical objects.

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